

Software Model Checking for Verifying Distributed Algorithms

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DM-0001784



Motivation

Distributed algorithms have always been important

- File Systems, Resource Allocation, Internet, ...



Increasingly becoming safety-critical

- Robotic, transportation, energy, medical



Prove correctness of distributed algorithm implementations

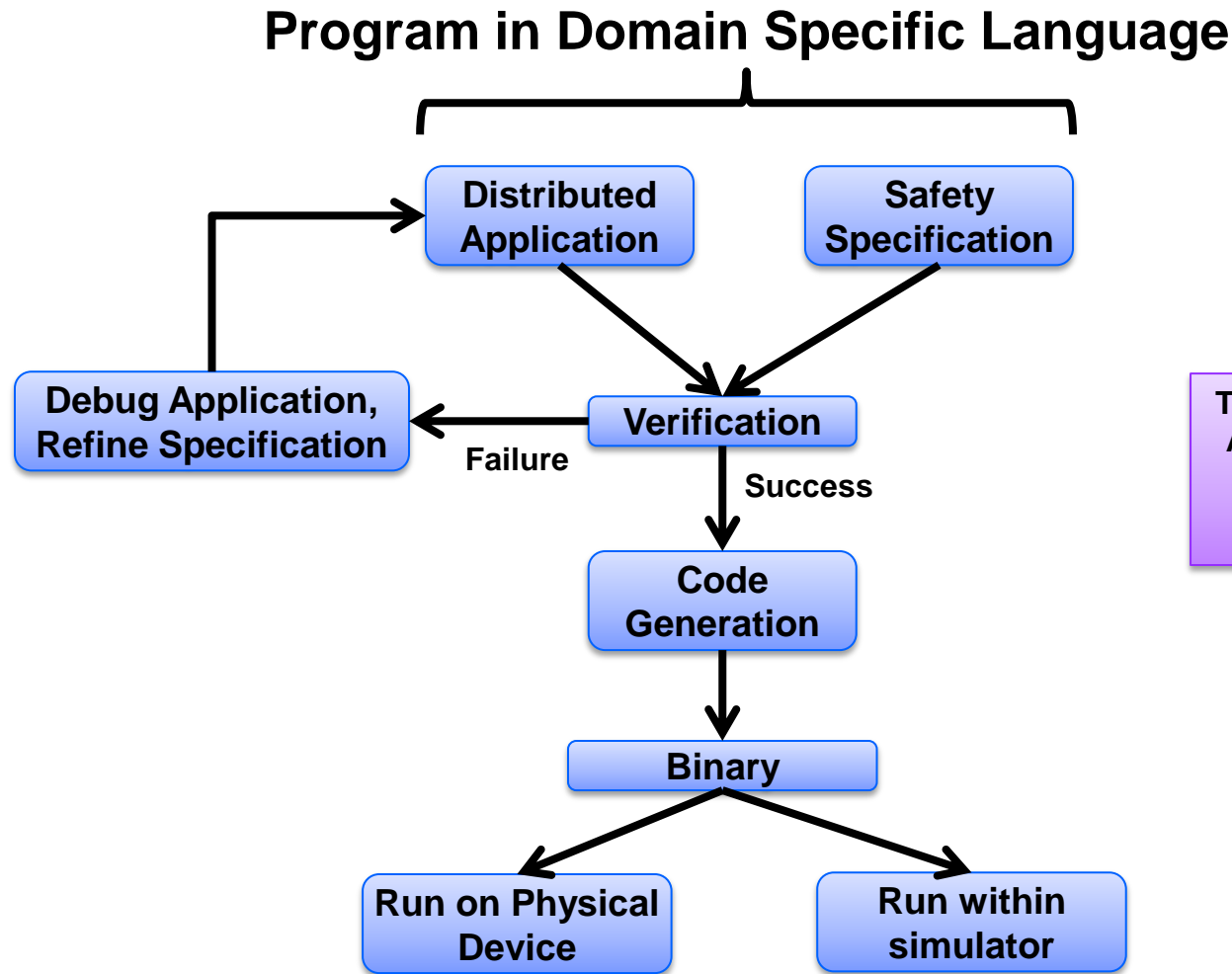
- Pseudo-code is verified manually (semantic gap)
- Implementations are heavily tested (low coverage)



**Model-Driven Verifying Compilation of Synchronous Distributed Applications,
Sagar Chaki, James Edmondson, Proc. of MODELS 2014, to appear**



Approach : Verification + Code Generation



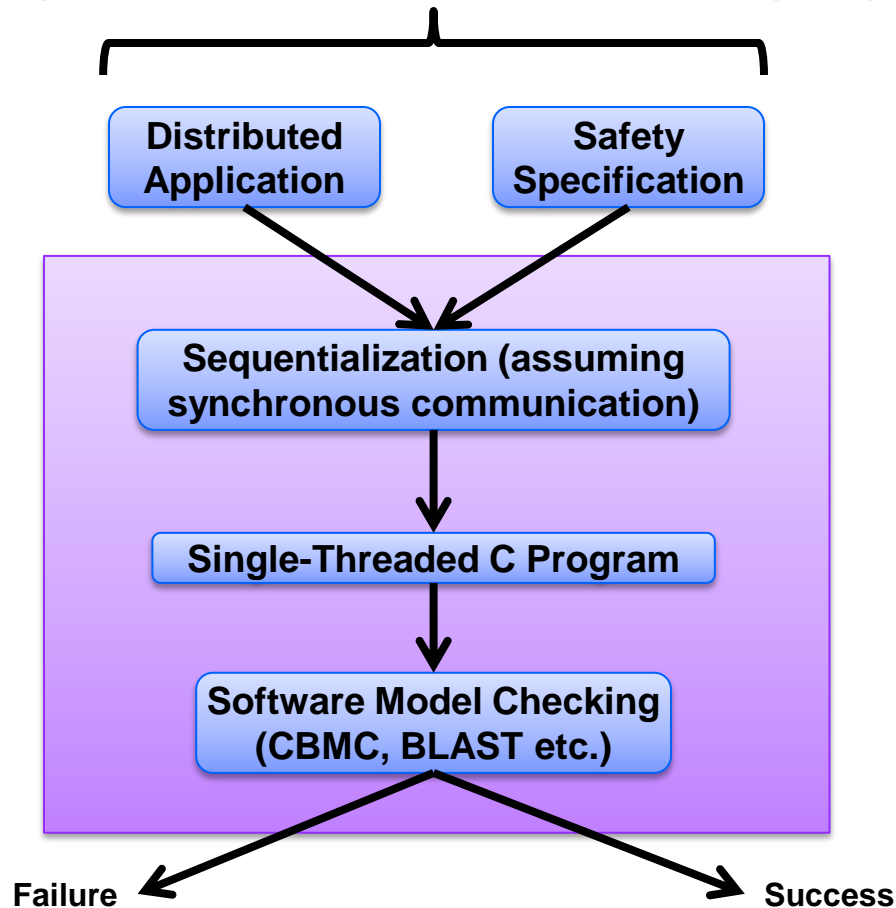
The Verifying Compiler:
A Grand Challenge for
computing research

Tony Hoare

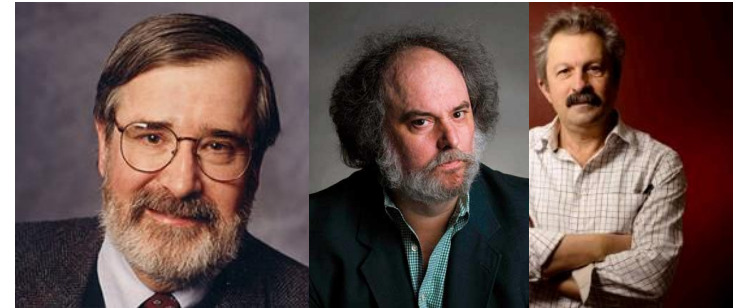


Verification

Program in Domain Specific Language



Model Checking



Automatic verification technique for finite state concurrent systems.

- Developed independently by Clarke and Emerson and by Queille and Sifakis in early 1980's.
- ACM Turing Award 2007

Specifications are written in propositional temporal logic. (Pnueli 77)

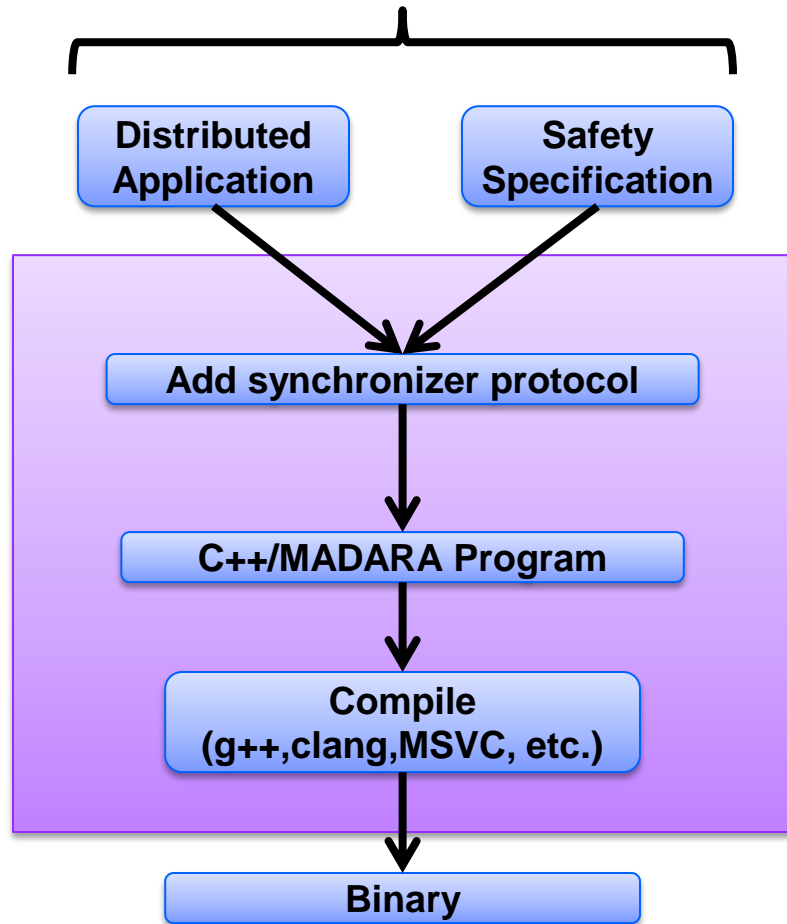
- Computation Tree Logic (CTL), Linear Temporal Logic (LTL), ...

Verification procedure is an intelligent exhaustive search of the state space of the design



Code Generation

Program in Domain Specific Language



MADARA Middleware

A database of facts: $DB = Var \mapsto Value$

Node i has a local copy: DB_i

- update DB_i arbitrarily
- publish new variable mappings
 - Immediate or delayed
 - Multiple variable mappings transmitted atomically

Implicit “receive” thread on each node

- Receives and processes variable updates from other nodes
- Updates ordered via Lamport clocks

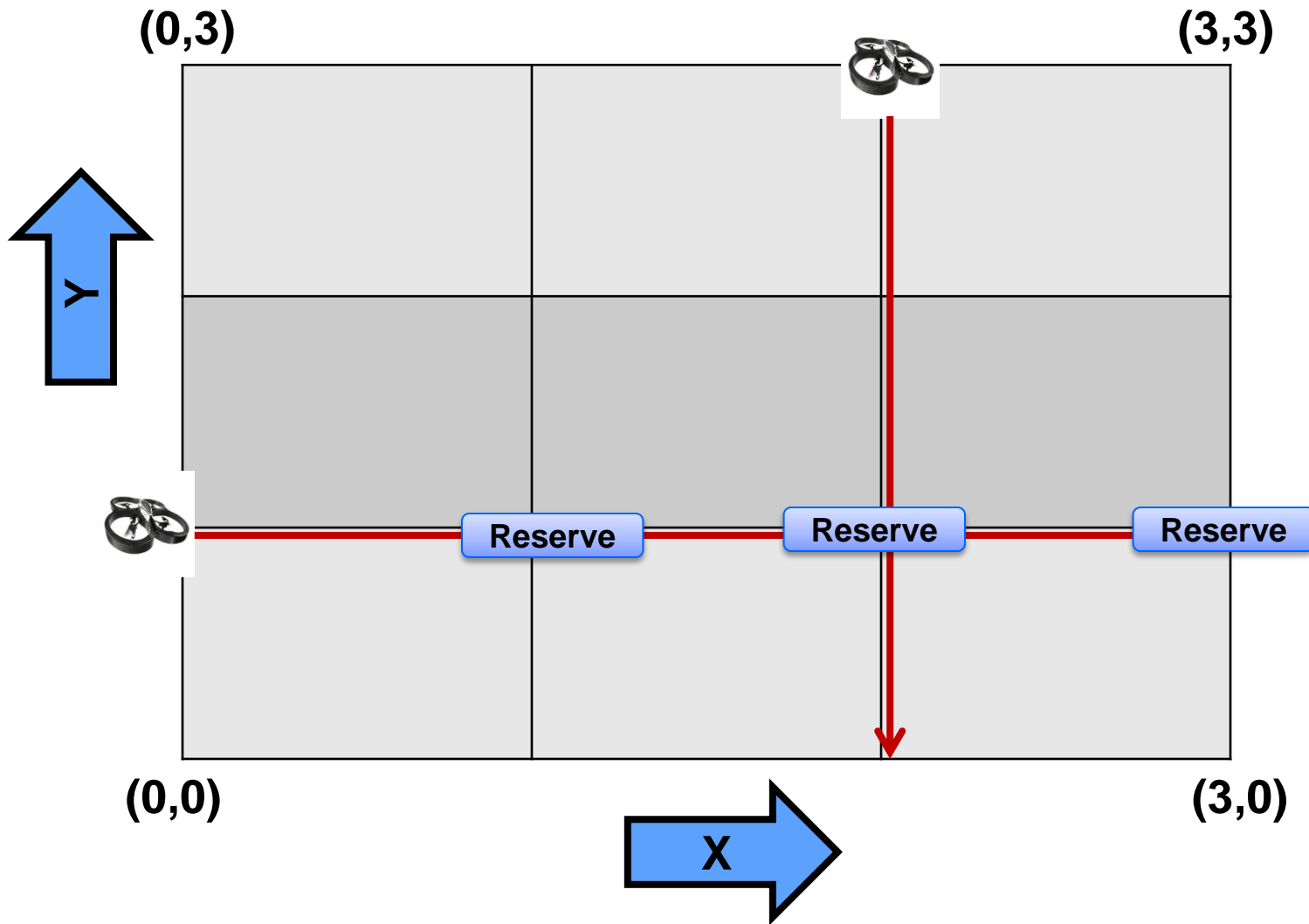
Portable to different OSes (Windows, Linux, Android etc.) and networking technology (TCP/IP, UDP, DDS etc.)



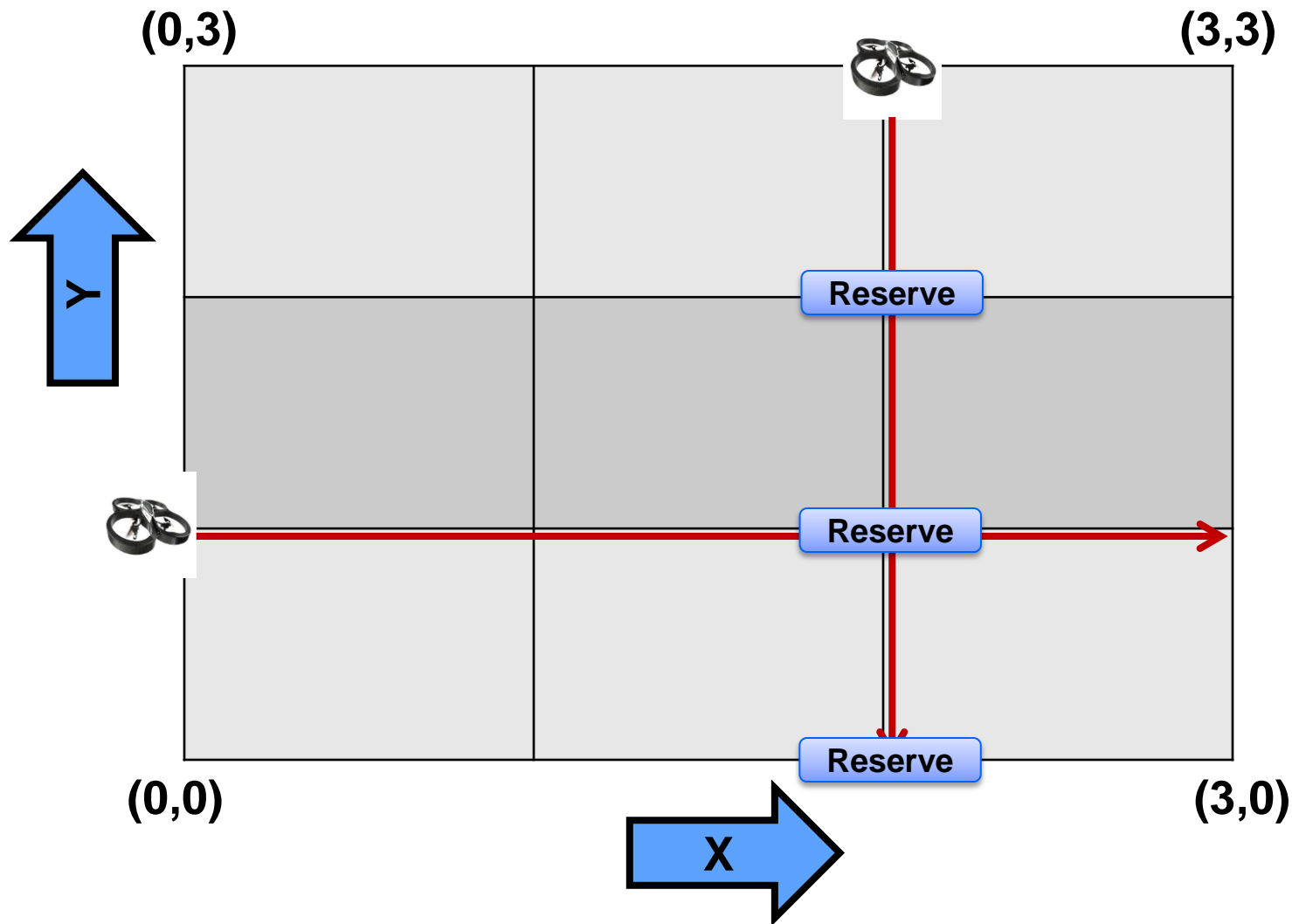
Case Study: Synchronous Collision Avoidance



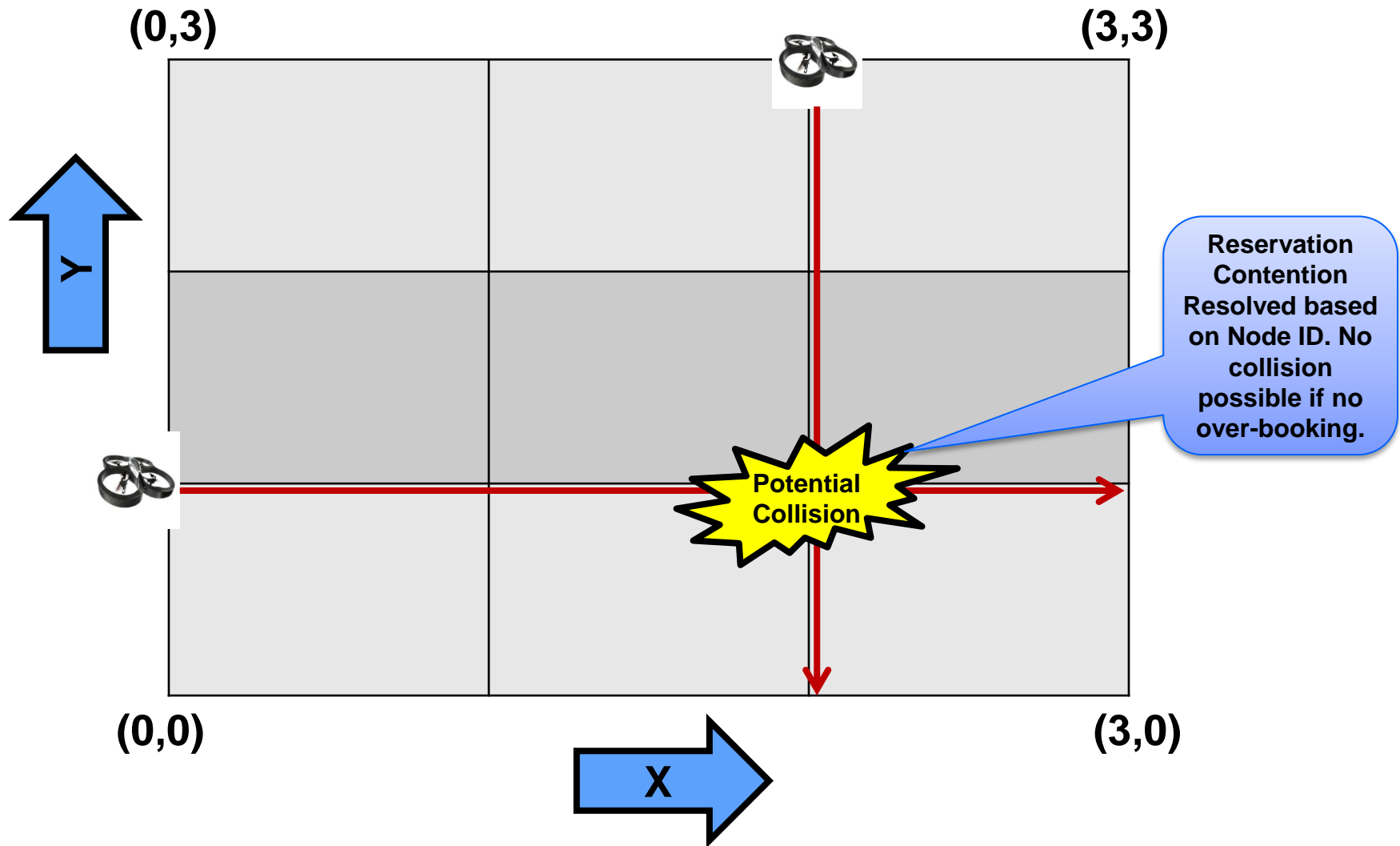
Example: Synchronous Collision Avoidance



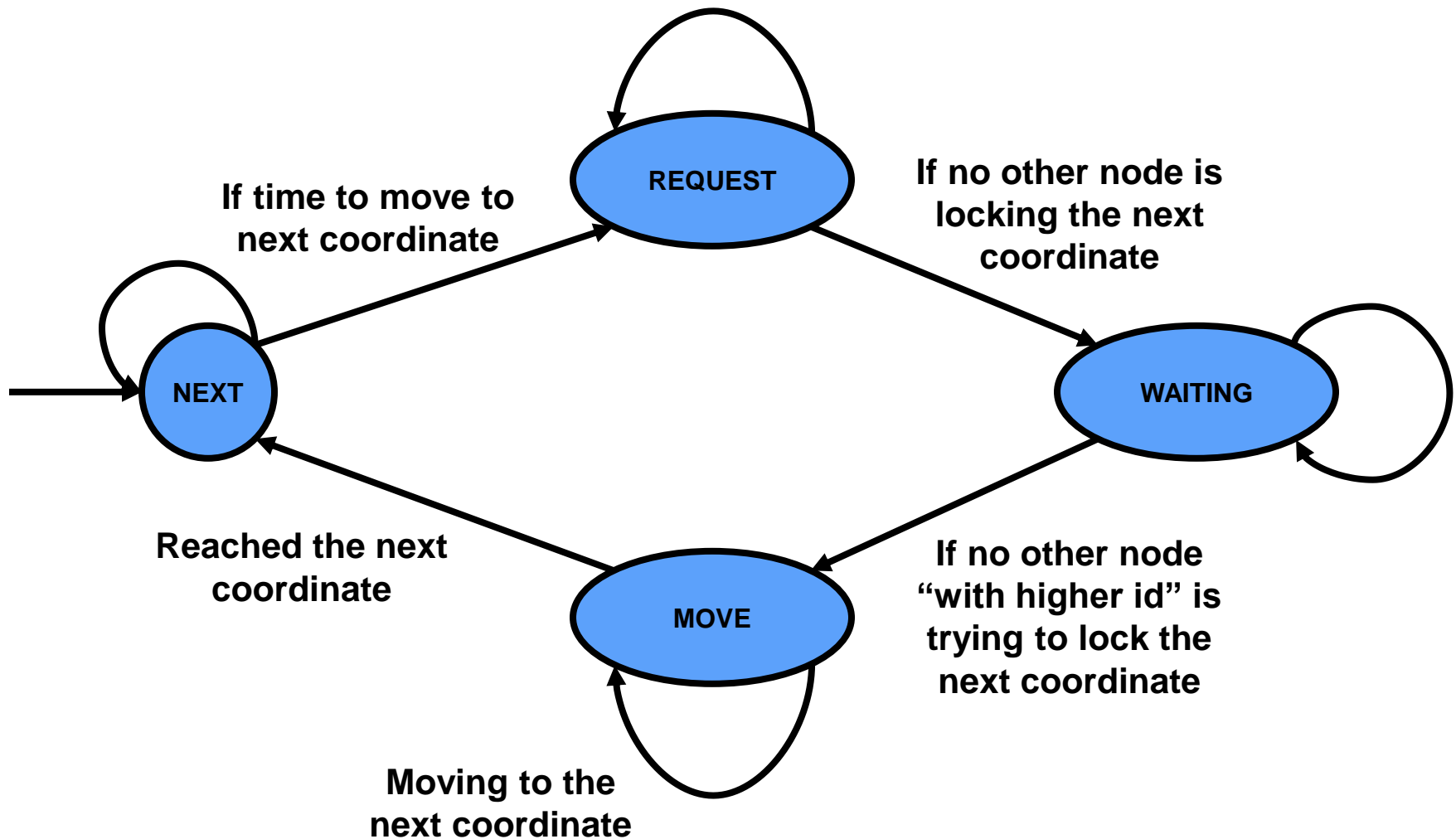
Example: Synchronous Collision Avoidance



Example: Synchronous Collision Avoidance



Collision Avoidance Protocol



Synchronous Collision Avoidance Code

```
MOC_SYNC;
```

```
CONST X = 4; CONST Y = 4;  
CONST NEXT = 0;  
CONST REQUEST = 1;  
CONST WAITING = 2;  
CONST MOVE = 3;
```

```
EXTERN int  
MOVE_TO (unsigned char x,  
         unsigned char y);
```

```
NODE uav (id) { ... }
```

```
void INIT () { ... }
```

```
void SAFETY { ... }
```

```
NODE uav (id)  
{  
  GLOBAL bool lock [X][Y][#N];  
  LOCAL int state,x,y,yp,xf,yf;  
  void NEXT_XY () { ... }  
  void ROUND () {  
    if(state == NEXT) { ...  
      state = REQUEST;  
    } else if(state == REQUEST) { ...  
      state = WAITING;  
    } else if(state == WAITING) { ...  
      state = MOVE;  
    } else if(state == MOVE) { ...  
      state = NEXT;  
    }  
  }  
}
```

```
INIT  
{  
  FORALL_NODE(id)  
    state.id = NEXT;  
    //assign x.id and y.id non-deterministically  
    //assume they are within the correct range  
    //assign lock[x.id][y.id][id] appropriately  
  
    //nodes don't collide initially  
  FORALL_DISTINCT_NODE_PAIR (id1,id2)  
    ASSUME(x.id1 != x.id2 || y.id1 != y.id2);  
}  
  
SAFETY {  
  FORALL_DISTINCT_NODE_PAIR (id1,id2)  
    ASSERT(x.id1 != x.id2 || y.id1 != y.id2);  
}
```



Synchronous Collision Avoidance Code

```
if(state == NEXT) {  
    //compute next point on route  
    if(x == xf && y == yf) return;  
    NEXT_XY();  
    state = REQUEST;  
} else if(state == REQUEST) {  
    //request the lock but only if it is free  
    if(EXISTS_OTHER(idp, lock[xp][yp][idp] != 0)) return;  
    lock[xp][yp][id] = 1;  
    state = WAITING;  
} else if(state == WAITING) {  
    //grab the lock if we are the highest  
    //id node to request or hold the lock  
    if(EXISTS_HIGHER(idp, lock[xp][yp][idp] != 0)) return;  
    state = MOVE;  
}
```

```
else if(state == MOVE) {  
    //now we have the lock on (xp,yp)  
    if(MOVE_TO()) return;  
    lock[x ][y][id] = 0;  
    x = xp; y = yp;  
    state = NEXT;  
}
```



Tool Usage

Project webpage (<http://mcda.googlecode.com>)

- Tutorial (<https://code.google.com/p/mcda/wiki/Tutorial>)

Verification

- `daslc --nodes 3 --seq --rounds 3 --seq-dbl --out tutorial-02.c tutorial-02.dasl`
- `cbmc tutorial-02.c` (takes about 10s to verify)

Code generation & simulation

- `daslc --nodes 3 --madara --vrep --out tutorial-02.cpp tutorial-02.dasl`
- `g++ ...`
- `mcda-vrep.sh 3 outdir ./tutorial-02 ...`



Demonstration: Synchronous Collision Avoidance



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